

SEGA

GENESIS



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INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES LTD FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM

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Chester Cheetah™...Wild, Wild Quest™

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- The Sega Genesis cartridge is intended for use exclusively with the Sega™ Genesis™ System.
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- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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INTRODUCTION



Chester Cheesah, here, inviting you to be my guest on a "Wild, Wild Quest." I busted out of the Four Corners Zoo in search of Hip City, USA, but Mean Eugene keeps gettin' in my way.

Like, I was cruisin' on my bike with the map to Hip City stinn' pretty in my saddle bag. Then talk about a drag, Mean Eugene raced out from a speed trap to snip up my map! The rat took flight in his nifty cycle and scattered my map over the United States.

Now Mean Eugene's huntin' me down as I search town-to-town, until every shred of map is found. And when I snag all ten, I'm back on track to Hip City again.

Be shrewd, dude. You can choose to cruise in any direction across the United States. Once you find a missing map section, head in any direction to your choice of the next two cities on the U.S. map, which show the pieces Chester Cheesah needs to proceed to Hip City.

Wanna' feast your eyes on a special prize? There's an extra-wild ending in store for anyone who helps me score all ten pieces I'm searchin' for.

GETTING STARTED

Place Chester Cheesah™ Wild, Wild Quest™ into your Sega™



Genesis™ Game System and turn on the unit. The Kaneko™ screen appears, followed by the legal screen, a series of introductory screens that describe the

game's storyline, and finally the title screen. If you don't want to view the introductory storyline, press **START** at any time to skip ahead to the title screen. To bypass the title screen animation sequence, press **START**.

You have two options on the title screen: **GAME START**, which takes you right into the game, and **OPTIONS**, which takes you to the Option Mode screen (described in the next section). Press **Left** or **Right** on the Control Pad to highlight your choice and press **START** or the **A Button**.

OPTIONS

From the Option Mode screen, choose any of four button configurations to control jumping and running (**CONFIG**), hear all of the game's music and sound effects (**SOUND TEST**), and increase or decrease the level of challenge in the game (**DIFFICULTY**). To modify any of these options, press **Up** or **Down** on the Control Pad to align Chester's paw print with the option you wish to select and then press **START** (or the **A Button**) to exit the Option Mode screen, align the paw print with **EXIT** and press the **A Button**. A description of each option follows.



CONFIG

There are four jump and run button configurations to choose from as follows:

TYPE A. This is the default configuration for the game. In this configuration, the **A Button** (or **C Button**) is used to jump and the **B Button** is used to run (in tandem with **Left** or **Right** on the Control Pad).

TYPE B In this configuration, the **B Button** is used to jump and the **A Button** (or **C Button**) is used to run.

TYPE C In this configuration, the **A Button** (or **B Button**) is used to jump and the **C Button** is used to run.

TYPE D In this configuration, the **C Button** is used to jump and the **A Button** (or **B Button**) is used to run.

To select a configuration, press **Up**, **Down**, **Left**, or **Right** on the Control Pad and press **START** (or the **A Button**) when the configuration that you want appears on the screen.



SOUND TEST

You can hear all of the music and sound effects in the game from the SOUND TEST screen, as well as choose between stereo and monoaural audio output. The music and sound effects are numbered next to the

words **SOUND NO**. To hear the sounds, first press **Left** or **Right** on the Control Pad to change the sound number. Then, press the **A Button** to play the sound for the number that appears on the screen. Press the **B Button** to stop the sound.

Press **Left** or **Right** on the Control Pad to toggle between **STEREO** and **MONO** and make sure that the paw is aligned with your choice when you exit the SOUND TEST screen.

To exit the SOUND TEST screen, press **START**.



DIFFICULTY

There are three difficulty levels: **EASY**, **NORMAL**, and **HARD**. The game's default difficulty level is **EASY**. The higher the difficulty level, the more enemies Chester encounters and the more difficult they are to eliminate (Chester has to jump on them a greater number of times).

Press **Up**, **Down**, **Left**, or **Right** on the Control Pad to toggle among the three difficulty levels and press **START** (or the **A Button**) to select the difficulty level that you want when it appears on the screen.

PLAYING THE GAME

Chester Chestain's goal is to collect a piece of map in each of the game's nine regular levels without losing all of his lives through contact with enemies or hazards and without running out of time. Chester starts out each level with four lives, but earns additional lives by collecting powerups as described in the **POWERUPS AND SCORING** section of the manual. Note that additional lives do not carry over into the next level.

Once Chester has the map piece in each level, he must walk all the way to the right edge of the screen under the area marked by a **GOAL** sign. After each of those nine levels, Chester must defeat the "boss" that appears after he reaches the **GOAL** sign with his collected map piece. In addition, there's a bonus game in which Chester collects as many powerups as he can. The bonus game appears if Chester has collected enough chestnut paws. In the tenth and final level, Chester finds himself in an auto race with Hsari Euphonia.

There are lots of powerups and bonuses (described in the **POWERUPS AND SCORING** section). And Chester has plenty of running and jumping maneuvers to avoid or to attack his enemies (described in the **CONTROLLER FUNCTIONS DURING A GAME** section). Chester's only means of getting rid of enemies is to jump on them. In some cases, more than one direct hit is necessary to clear an enemy from the screen.



U.S. MAP SCREEN

After you select **GAME START** from the title screen, the **U.S. MAP** screen appears. The map serves as Chester's entry point to the different levels of the game. When you first start, you can choose to begin any of three levels: **Euphonia**, **Omrog**, or **Lochin**. (We find Euphonia to be the easiest level in the game.) Each time you complete a level (including defeat of the level boss), you get a choice of one or two new cities (levels) to play.

The U.S. MAP screen shows nine of the ten cities that Chester needs to visit to recover the map pieces to Hip City that Mean Eugene has scattered across the country. The signpost at the top of the screen shows the cities that Chester is eligible to visit. When you begin the game, EUR-REASKA appears on the bottom sign.

Press **Left** or **Right** on the Control Pad to toggle among EUR-REASKA, CASHHOCK, and LOSTIN, the first three levels available to you. Press **START** (or the **A Button**) to select the city you want to start in when it appears on the sign to begin a level.

Map pieces float above cities that Chester can visit on the map. When you win a level, the map piece for that city moves to the bottom of the map to indicate that you have collected the map piece. The cheetah paw hovers over the city indicated on the signpost.

When you win a level, two new levels or one new level and one level that you've already completed appear on the top and bottom signs on the signpost. Press **Up** or **Down** on the Control Pad to toggle between the two. After you complete two of the first eight levels, you may replay any completed level. If you want to replay a level that doesn't appear immediately on one of the signs, select the completed level that does appear on the sign, which brings up the prompt **PLAY AGAIN?** Press **Up** or **Down** on the Control Pad to toggle between YES and NO and press the **A Button** (or the **B** or **C Buttons**) to select one or the other. If you answer YES, you go to the level you selected, but if you answer NO, you go back to the U.S. MAP screen with one or two different completed levels now on the sign post. Repeat this process until the completed level that you want to replay appears on the signpost, select that level, and this time answer YES to the **PLAY AGAIN?** prompt.

Chester's left paw points alternately toward either city on the signpost. Press the **A Button** to begin the level at which

Chester's paw points. When you complete all nine levels, RALLY, the tenth and final level, appears on the sign. Once you reach RALLY, you no longer can go back to replay completed levels.



CONTINUE OPTION

'Continue' let you keep a game going even after Chester has used up all of his lives, but Chester has only three continues when you start the game. Chester goes back to the beginning of the current level when he loses a life and he goes back to the U.S. MAP screen when he uses a continue. The continue option appears when Chester runs out of lives. Press **Up** or **Down** on the Control Pad to align the cheetah paw with YES or NO and press the **A Button** (or the **B** or **C Buttons**). If you select YES, you go back to the U.S. MAP screen for an opportunity to replay one of the levels you've already played. If you select NO, you go back to the introductory storyline to restart the game from the beginning. If you don't select YES or NO within ten seconds, it's the same as selecting NO. Earn extra continues either by having at least 100 cheetah paws when you win a level or by winning an extra continue during the special bonus that appears at the end of a level (before the level boss appears).

LEVELS, BOSSES, ENEMIES

Chester's Quest for the map to Hip City takes him to ten U.S. cities, including the final showdown with Mean Eugene. Here's some information about each level:



Eufreaska, California	Beach
Level Description	Skateboarders, wind crabs, buzzards
Enemies	Beach lady
Boss	100
Time Limit	



Omaha, Nebraska
 Level Description: Farm
 Enemies: Pigs, scarecrows, pitch-forks
 Boss: Mean Eugene Tractor
 Time Limit: 300



Loston, Massachusetts
 Level Description: Loston Harbor
 Enemies: Fish, pirates, crows
 Boss: Mean Eugene Submarine
 Time Limit: 400



Hot-So-Cooler Falls
 Level Description: Montana Waterfalls
 Enemies: Buzzards, bulls, fish
 Boss: Mean Eugene Biplane
 Time Limit: 300



Guakamfield, California
 Level Description: Dilapidated bridge
 Enemies: Dogs, skunks, falling pavement
 Boss: Apple-Packing Machine
 Time Limit: 900



Little Shock, Arkansas
 Level Description: Electrifying
 Enemies: Lightning bugs, robots, electric eels
 Boss: Thor the Thunder Cloud
 Time Limit: 400



Loo-Clearwater, Florida
 Level Description: Swampland
 Enemies: Snakes, alligator, lizards
 Boss: Choozer-eating Plant
 Time Limit: 400



Numb, Alaska
 Level Description: Frozen Tundra
 Enemies: Penguins, Eskimos, walrus
 Boss: Mean Eugene Mechanical Seal
 Time Limit: 300



Wailup, New Mexico
 Level Description: Desert
 Enemies: Skateboarding dogs, cactus, buzzards
 Boss: Mean Eugene UFO
 Time Limit: 300



Rally, North Carolina
 Level Description: Race Track
 Boss: Mean Eugene Race Car



Bonus Game
 Collect all of the cheetah paws that you can to beef up your score!

CONTROLLER FUNCTIONS DURING A GAME

Chester Cheestah walks, runs, jumps in a variety of ways, drives a motorcycle (in the bonus game), drives a car (in the game's final showdown with Mean Bugzic), breaks through certain rocks, ice, and bridges by using his super jump to smash them with his head or by stomping on them, and climbs up or drops down from precarious precipices that he can dangle from.

The button controls for running and jumping described below apply if you are using the game's default button configuration (**A Button** to jump, **B Button** to run). Note that in the default configuration, the **C Button** can be used instead of the **A Button**. If you choose a different button configuration from the Option Mode CONFIG screen, substitute the buttons that you have selected that correspond to those listed below.

Here's a list of all of Chester's cool moves. Note that while Chester drives the car or the motorcycle, only forward (**Right** on the Control Pad), backward (**Left** on the Control Pad), and the normal jump button apply.



Left

Walk left or move left
while in air or under water
While in car or on
motorcycle, move
backward.

Right

Walk right or move right
while in air or under water
While in car or on
motorcycle, move forward

Down (while on a surface)

Down (while hanging on edge)

Down (during super jump)

A Button (while on a surface)

A Button (while hanging on edge)

A Button (in mid-air or under water)

Left or Right + B Button

Left or Right + A Button

Left or Right + B Button + A Button

Down + A Button

START

Duck

Drop down

Sudden drop from jump to
break through certain rocks,
ice, or bridges or to stomp
enemy

Jump straight up. Jump
also works when in car or
on motorcycle

Climb up

"Swim" and rise a little.
Press A Button repeatedly
to stay afloat longer and
rise higher

Run left or right (release
Control Pad or button to
stop running)

Jump left or jump right
(hold A Button longer for
longer jump). Also works
when in car or on
motorcycle

Running jump (an
effective attack move.)

Super jump (enables
Chester to reach hidden,
off-screen power-ups)

Pause game. Press START
again to resume play

POWERUPS & SCORING

Collect powerups by moving Chester Cheetaah into contact with them. Powerups either give you extra paws (points) or extra lives. Here's a complete list of items that Chester can collect during the game, followed by a list of points that you can earn.

POWERUPS



Small paw - counts as 1 paw



Medium paw - counts as 3 paws



Large paw - counts as 10 paws



Sunglasses - 1 up (1 extra life)



White sneakers - 3 up (3 extra lives)



Guitar - 5 up (5 extra lives - and Chester performs his solo act)



Cheese puffs - keep Chester alive after contact with an enemy or hazard. Chester uses cheese puffs automatically when he needs them, and he can only hold one bag at a time.



Map piece - There's one on every level, and Chester must find and collect it before heading for the "GOAL" (exit) in order to clear the level and move on to the level boss.



"Pai" Panels of Chester and friends - Pictures of Chester and some of his closest pals, Deryl Dog, Hip-O, and Funky Monkey, appear in every level, and when collected they increase Chester's chances to get special bonuses at the end of each level (such as an extra continue).

Note: If you have at least 100 cheetaah paws when you clear a level, you get one extra continue (at the start of the game, you have three continues.)

SCORING

Items	Points
Small Paw	10
Medium Paw	50
Large Paw	100
Monkey "Pai" Panel	500
Hippo "Pai" Panel	900
Dog "Pai" Panel	100
Cheetaah "Pai" Panel	1000

Enemies	Points
Old Razor Back	100
Cyfoob	1500
Bighorn	900
Skateboarder	100
Bull	100
Skunk	100
Buccard	800
Skateboarding Dog	50
Snowcrow	100
Alligator	900
Baby Pig	50

Fish	100
Scorpion	50
Penguin	50
Sandwich	50
Walus	100
Electric Eel	500
Rattlesnake	50
Wedding Ring	50
Prize	1000
Crow	40
Lightning Bug	500
Chameleon	600
Esimo	800

<u>Bosses</u>	<u>Points</u>
Fat Lady (Buphreaka)	4000
Apple Picking Machine (Quakersfield)	10,000
Thunder Cloud (Little Shock)	10,000
Seal (Numb)	5000
U F O (Wellup)	4000
Man-eating Plant (Un-Clearwater)	10,000
Airplane (Not-So-Great Falls)	10,000
Submarine (Loser)	10,000
Tractor (Crashog)	7000
Car (Rally)	20,000

ON-SCREEN DISPLAYS



The status bar at the top of the game screen indicates the following:

TIME LEFT

The numbers next to the alarm clock in the top, left corner of the screen indicate how much time Chester Cheetah has to complete the level.

CHEETAH PAWS

The numbers next to the cheetah paw below the alarm clock indicate how many cheetah paws Chester has collected.

CHEESE PUFFS

Two boxes appear to the right of the alarm clock. The one on the left indicates whether or not Chester has collected a bag of cheese puffs, which give him an extra life. The cheese puff bag appears in the box if Chester has collected cheese puffs.

MAP PIECE

The box on the right indicates whether or not Chester has collected the map piece for that level. The map piece appears in the box if Chester has collected it.

SCORE

Your point score is indicated by the numbers in the top, right corner of the screen.

LIVES LEFT

Below your score, the number of Chester's remaining lives is indicated.

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